

ALLIES AND ENEMIES FROM THE **DC UNIVERSE**

THE FLASH & REVERSE FLASH

DC ADVENTURES

HEROES & VILLAINS: VOL. 1



THE FLASH

Over the decades, three men have been the most famous speedsters known as the Flash.

THE FLASH (BARRY ALLEN)

Barry Allen developed a reputation for taking things slow, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for deliberation and detail made him an excellent forensic scientist for the Central City Police Department, however, known for his ability to crack difficult cases.

Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in those electrified chemicals, he gained the power of super-speed, discovered when racing on foot after a departing cab, only to find himself rushing past it! Inspired by his childhood hero Jay Garrick, Barry created a unique crimson costume, able to compress down to fit into a tiny compartment in a ring he wore. He took on the name and mantle of the Flash, the Fastest Man Alive!

PERSONALITY

Barry has a reputation as a "straight-laced" law and order type. He's intelligent, careful, and thoughtful, and living life in the (literal) "fast lane" gives him an appreciation for the little things.

POWERS & ABILITIES

Tapped into the extra-dimensional Speed Force, the Flash is indeed the Fastest Man Alive. He's capable of moving at near light-speed. He has learned to harness his super-speed for a number of effects, including whipping up powerful air currents and vibrating his body's molecules to pass through solid objects.

ALLIES

The Flash is a founding member of the Justice League of America, and has connections to most of the other speedsters of the DC Universe. He has worked with his predecessor, Jay Garrick, while his protégé, Wally West, also went on to assume the Flash mantle. His grandson and namesake Bartholomew "Bart" Allen is Kid Flash. Barry's true partner is his wife Iris, a brave and determined journalist.

THE FLASH (BARRY ALLEN)

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	4	3	4	4	3	2

POWERS

- Frictionless Aura:** Immunity 1 (Friction Heat)
- Run On Water:** Movement 1 (Water Walking), Limited to While Moving • 1 point
- Run Up Walls:** Movement 2 (Wall-crawling 2), Limited to While Moving • 2 points
- Super-Speed:** Enhanced Defense 24 (Dodge 12, Parry 12), Enhanced Advantage (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • 91 points
- Super-Speed Stunts:** Array (20 points)
- **Air Control:** Cone Area Move Object 10, Close Range • 20 points
 - **Air Cushion:** Burst Area Safe Fall, Affects Others • 1 point
 - **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • 1 point
 - **Vibration:** Insubstantial 4 (Intangible) • 1 point
 - **Whirlwind:** Burst Area Move Object 10, Close Range • 1 point

EQUIPMENT

- Cosmic Treadmill:** Time Travel 3 • 6 points
- Costume Ring:** Feature 1 (stores compressed costume) • 1 point

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, Defensive Roll 5, Equipment 2, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown, Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 6 (+7), Deception 4 (+6), Close Combat: Unarmed 2 (+10), Expertise: Forensics 8 (+12), Expertise: Law Enforcement 4 (+8), Insight 8 (+11), Investigation 8 (+12), Perception 4 (+7), Technology 8 (+12)

OFFENSE

Initiative +44

Unarmed +10	Close, Damage 1
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge	16	Fortitude	9
Parry	16	Toughness	8/3*
Will	10	*Without Defensive Roll.	

POWER POINTS

Abilities	48	Skills	28
Powers	119	Defenses	13
Advantages	6	TOTAL	214

COMPLICATIONS

- Enemies:** The Flash has an extensive Rogues Gallery of foes out to get him.
- Relationships:** His wife, Iris, grandson Bart "Kid Flash" Allen, Wally West, and the greater "Flash family."
- Secret Identity:** Barry Allen, Central City police scientist.
- Weakness:** Extra effort involving Speed threatens to draw the Flash into the Speed Force.

IRIS ALLEN

PL4 • 39 POINTS

Abilities: Str 0 Sta 0 Agl 0 Dex 1 Fgt 0 Int 2 Awe 3 Pre 2**Advantages:** Contacts, Well-informed**Skills:** Expertise: Future History 4 (+6), Expertise: Journalism 6 (+8), Insight 4 (+7), Investigation 3 (+5), Perception 4 (+7), Persuasion 3 (+5)**Offense:** Initiative +0, Unarmed +0 (Damage 0)**Defense:** Dodge 2, Parry 2, Fortitude 3, Toughness 0, Will 5**Totals:** Abilities 16 + Powers 0 + Advantages 2 + Skills 12 + Defenses 9 = 39

ENEMIES

The Flash has garnered a considerable Rogues Gallery of foes, including Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies are the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the "Reverse Flash" from the 25th century.

IRIS ALLEN

A go-getting reporter for the *Central City Picture News*, Iris West found herself dating the laidback, perpetually late police scientist Barry Allen. They eventually married, and Iris learned Barry was actually the Flash, because he talked in his sleep.

When the Flash's enemy Professor Zoom murdered Iris, she learned her own origins were far from ordinary. She was born in the 30th century, sent into the past by her true parents, who rescued her from the present after Zoom's attack and installed her consciousness in a new body. Iris was briefly reunited with her husband, but he then sacrificed himself fighting the Anti-Monitor.

Iris returned to the present day, where she and Barry had lived, to help her grandson Bart, who inherited Barry's super-speed. For a time, she avoided contact with people from her past life, due to her knowledge of their future. She and Barry were reunited once again when he returned from the Speed Force, allowing them to start life anew in Central City.

THE FLASH (JAY GARRICK)

As a college student in chemistry at Midwestern University in Keystone City, Jay Garrick was accidentally exposed to the vapors of an experimental form of hard water. Inhaling those vapors granted him the power of super-speed. Donning a red shirt with a lightning bolt crest and his distinctive winged helmet, Jay began using his powers to fight crime as the Flash.

He became a founding member of the Justice Society of America and married his college sweetheart, Joan Williams. Now one of the "elder statesmen" of the super hero set, Jay considers it his responsibility to guide and mentor younger heroes, to help make them better at what they do.

PERSONALITY

Jay is known for his good nature, folksy charm, and knack for fatherly advice, making him a great mentor and role-model for younger heroes. He has an iron core of strength when it comes to doing the right thing and protecting the people he cares about.

POWERS & ABILITIES

Like the other Flashes, Jay is connected to the Speed Force, giving him tremendous powers of super-speed. Although he's slowed ever so slightly over the years, his biggest limitation is his physical endurance and ability to withstand superhuman speeds.



REAL NAME: BARTHOLOMEW HENRY "BARRY" ALLEN
OCCUPATION: POLICE SCIENTIST
BASE: CENTRAL CITY, MO

ALLIES

A founding member of the Justice Society of America, and a mentor to the team's younger members, Jay can count of their support, and that of the "Flash family," to whom he is a father-figure.

ENEMIES

Jay's most infamous foes are the trio of the Fiddler, the Thinker, and the Shade, although perhaps his most deadly is Edward Clariss, known as Rival, who believes he invented the chemical that granted Jay his speed and carries a grudge against him for "stealing" it.

THE FLASH (WALLY WEST)

Iris West's nephew Wallace "Wally" West was president of the Blue Valley chapter of the Official Flash Fan Club. He was less than thrilled by his Aunt Iris' fiancé Barry Allen, until he found out that Barry, through his work with the police department, actually knew the Flash! Wally jumped at the opportunity to meet his idol, and the Flash demonstrated to him how he acquired his super-speed. Then lighting literally struck twice, spilling the same mixture of chemicals onto Wally West and granting *him* super-speed!

Wally adopted a costume similar to his mentor and became Kid Flash, the Fastest Boy Alive. He eventually became a founding member of the Teen Titans. He left the team for a time to attend college, returned under the influence of Raven's empathic powers, and then departed again.



REAL NAME: JASON PETER "JAY" GARRICK
OCCUPATION: HERO **BASE:** KEYSTONE CITY, KS

THE FLASH (JAY GARRICK)

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	3	3	5	4	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • 1 point

Run On Water: Movement 1 (Water Walking), Limited to While Moving • 1 point

Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • 2 points

Super-Speed: Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • 91 points

Super-Speed Stunts: Array (20 points)

- **Air Control:** Cone Area Move Object 10, Close Range • 20 points

- **Air Cushion:** Burst Area Safe Fall, Affects Others • 1 point

- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • 1 point

- **Vibration:** Insubstantial 4 • 1 point

- **Whirlwind:** Burst Area Move Object 10, Close Range • 1 point

Vibrational Guise: Feature 1 (disguises facial features) • 1 point

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown, Teamwork

SKILLS

Acrobatics 4 (+7), Athletics 6 (+7), Close Combat: Unarmed 2 (+7), Expertise: Chemistry 8 (+12), Insight 8 (+11), Investigation 4 (+8), Perception 5 (+8), Ranged Combat: Throwing 7 (+10), Technology 4 (+8)

OFFENSE

Initiative +43

Unarmed +11

Close, Damage 1

Whirlwind

Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge

15

Fortitude

9

Parry

17

Toughness

7/2*

Will

10

*Without Defensive Roll.

POWER POINTS

Abilities

46

Skills

24

Powers

120

Defenses

14

Advantages

2

TOTAL

206

COMPLICATIONS

Age: Jay is starting to show his age a bit, and pushing himself too hard can result in injury or even heart troubles.

Enemies: The trio of the Fiddler, the Thinker, and the Shade, and his opposite number Rival.

Relationships: Jay is devoted to his wife Joan.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

Wally had largely given up his super hero career when Barry perished saving the multiverse from the Anti-Monitor. To carry on his uncle's legacy, Wally adopted the name and costume of the Flash. He eventually moved to Keystone City, across the river from Barry's old Central City stomping grounds. There he met reporter Linda Park and the two of them developed a romantic relationship, eventually marrying and having twins, Jai and Iris.

Although humble about the idea of succeeding Barry as the Flash, Wally learned more about the origins of the speedsters' powers than virtually anyone: he was the first to break the lightspeed barrier and pass into the Speed Force and return, anchored by his love for Linda.

PERSONALITY

Wally began his career as an impulsive and brash young man whose powers matched his personality. He grew up to become a fun-loving hero always ready with a quip, but constantly concerned he wasn't living up to Barry Allen's legacy. Over the years he's become more confident in his abilities and, more importantly, in his role as the Flash. Now, Wally is a capable, friendly man who's always willing to lend a hand.

POWERS & ABILITIES

Like the others who bear the Flash name, Wally tapped into the extra-dimensional Speed Force, but unlike the others, he learned more about it and was able to perform stunts the other Flashes couldn't.

ALLIES

The Flash is a founding member of the Teen Titans and is particularly good friends with Dick Grayson. He was a long-time member of the Justice League of America, and has connections to most of the other speedsters of the DC Universe. Wally is married to Linda Park and has twins with her, Jai and Iris.

ENEMIES

The Flash's long-time enemies include the Rogues, including Captain Cold, the Trickster, Weather Wizard, Mirror Master, Captain Boomerang, along with newer members such as Girder, Murmur, Plunder, and Magenta. Other enemies include time-travelling magician Abra Kadabra, the super-intelligent Gorilla Grodd, and the obsessive speedster Zoom.

LINDA PARK

Television journalist Linda Park started her relationship with Wally West on an adversarial note, pressing him for an interview over the property damage caused by one of his super-battles. Eventually, they became friendly and began to date. Wally has acknowledged his love for Linda as the "lifeline" that keeps him connected to the world, allowing him to return from the Speed Force.

REAL NAME: WALTER "WALLY" WEST
OCCUPATION: HERO **BASE:** KEYSTONE CITY, KS

THE FLASH (WALLY WEST)

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	3	3	4	1	2	3

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • 1 point

Run On Water: Movement 1 (Water Walking), Limited to While Moving • 1 point

Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • 2 points

Speed Force Costume: Feature 1 • 1 point

Super-Speed: Enhanced Defense 24 (Dodge 12, Parry 12), Enhanced Advantage (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH) • 91 points

Super-Speed Stunts: Array (20 points)

- **Air Control:** Cone Area Move Object 10, Close Range • 20 points
- **Air Cushion:** Burst Area Safe Fall, Affects Others • 1 point
- **Transfer Speed:** Affects Others on Speed 20 • 1 point
- **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • 1 point
- **Vibration:** Insubstantial 4 (Intangible), Side-Effect: Object suffers Damage 10 and explodes • 1 point
- **Whirlwind:** Burst Area Move Object 10, Close Range • 1 point

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown, Taunt, Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+7), Athletics 6 (+8), Deception 4 (+7), Close Combat: Unarmed 2 (+6), Insight 6 (+8), Perception 4 (+6)

OFFENSE

Initiative +43

Unarmed +10

Close, Damage 2

Whirlwind

Burst Area, Grapple, Dodge DC 20

DEFENSE

Dodge 16 **Fortitude** 10

Parry 16 **Toughness** 8/3*

Will 9 *Without Defensive Roll.

POWER POINTS

Abilities 42 **Skills** 13

Powers 121 **Defenses** 15

Advantages 5 **TOTAL** 193

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.

Relationships: His wife, Linda, children, and the greater "Flash family."

Secret Identity: Barry Allen, Central City police scientist.

Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.



LINDA PARK

PL4 • 46 POINTS

Abilities: Str 0 Sta 0 Agl 1 Dex 1 Fgt 0 Int 2 Awe 2 Pre 2

Advantages: Contacts, Well-informed

Skills: Expertise: Journalism 6 (+8), Expertise: Medicine 6 (+8), Insight 4 (+6), Investigation 3 (+5), Perception 4 (+6), Persuasion 3 (+5), Treatment 6 (+8)

Offense: Initiative +0, Unarmed +0 (Damage 0)

Defense: Dodge 3, Parry 3, Fortitude 3, Toughness 0, Will 5

Totals: Abilities 16 + Powers 0 + Advantages 2 + Skills 16 + Defenses 11 = 45

Linda and Wally married and they have twin children, Iris and Jai. The “Tornado Twins” have inherited versions of their father’s super-speed, Linda decided to leave her career in journalism to study pediatrics, allowing her to bet-

THE SPEED FORCE

The Flashes and a number of other speedsters (like Kid Flash and Jesse Chambers) are empowered by an extra-dimensional energy known as the “Speed Force.” Not everyone with superhuman speed draws from the Speed Force (Superman, for example, does not), but those empowered by it are amongst the fastest around.

Wally West was the first modern Flash to learn about the Speed Force, although previous speedsters (like Max Mercury and Savitar) knew about it, and Barry learned of it upon his death, when—like all speedsters—he passed out of the universe and into the Speed Force.

In fact, Max Mercury later revealed that Barry Allen *created* the Speed Force when he became the Flash, generating “an electrical energy that exists in every dimension, every universe, and every era.” Because of the Speed Force’s trans-temporal and extra-dimensional nature, it has been able to empower speedsters generations before Barry was even born, and it has been shown to empower speedsters (including future Flashes) for millennia to come.

Speedsters who perish are absorbed into the Speed Force, a kind of “Speed Heaven” or afterlife for them, and some have even managed to return from it. Exceeding the speed of light causes a speedster to “brush up” against the extra-dimensional interface between the Speed Force and physical reality, and many simply disappear into the other dimensional realm as a result.

In DC ADVENTURES game terms, the Speed Force is a key descriptor for super-speed related powers, and provides a great way of coming up with power stunts and Alternate Effects for them. One of the Flash’s stunts is a “light-speed punch,” a slam attack (see **Slam** in the **Action & Adventure** chapter) for Damage 14 (the max allowed by his power level) with up to a +2 circumstance bonus to damage for moving at full speed.

The Speed Force can also serve as a complication for speedsters, since pushing their powers to their limits involves running very close to the edge of no-return for them. Gamemasters can emphasize the dangerous nature of the Speed Force, requiring players to roleplay a “lifeline” or sufficient reason for their heroes to not yield to the temptation to vanish into “Speed Heaven” forever.

ter deal with some of the unique challenges posed by her children’s heritage.

REVERSE-FLASH

Eobard Thawne was born in the twenty-fifth century, a descendant of Malcolm Thawne, alias Cobalt Blue, Barry Allen’s long-lost twin brother. Though the Thawnes held a long-standing grudge against the Allen family, Eobard was actually a fan of the Flash. He went so far as to undergo cosmetic surgery to look like Barry Allen, and duplicated the electro-chemical accident that gave him his speed.

Traveling back in time to meet his idol, Thawne appeared *after* Barry Allen’s death. Learning he was destined to become the Flash’s greatest enemy utterly unhinged his mind. He believed he *was* Barry Allen, returned from the

dead, and eventually became violently psychotic. Flash-es Wally West and Jay Garrick returned Thawne to his future era, without any memory of his initial foray into the past but unfortunately possessed of a burning hatred for Barry Allen and all he represented.

The Reverse-Flash plagued the Flash, even apparently killing Barry’s wife, Iris, and later threatening to kill his fiancée until the Flash was forced to kill him. A time-traveler, the Reverse-Flash has appeared again and again to menace his arch-foe, but each time the Flash has defeated him.

PERSONALITY

Reverse-Flash is a bitter, hate-filled man, who has based his entire life on destroying Barry Allen and all that he represents, primarily because he is jealous of the Flash. This makes the Reverse-Flash petty and vicious, willing to hurt or kill others just to get at his nemesis.

POWERS & ABILITIES

Reverse-Flash taps into a “negative Speed Force” that is the equal and opposite power of the Flash’s, giving him similar super-speed powers. He can match the Flash’s speed and most of his super-speed stunts and capabilities.

In addition, Reverse-Flash has occasionally demonstrated stunts the Flash and his contemporaries cannot duplicate (or choose not to). For example, Reverse-Flash has used his Super-Speed Stunts array for a deadly Penetrating Damage attack, vibrating his hands at super-speed. He has also traveled in time under his own power, without the use of the Flash’s Cosmic Treadmill, as a power stunt of his Super-Speed array. Lastly, he has used his negative Speed Force to leech the power of other speedsters or to “taint” the Speed Force of the Flash, making it deadly to other speedsters. Reverse-Flash uses these powers only occasionally and not casually, making them power stunts (and therefore challenges for the heroes he has faced) rather than regular powers.

ALLIES

Though he has worked with his namesake Zoom (Hunter Zolomon) and other members of the Rogues and the Secret Society, Reverse-Flash has no real allies in his one-man vendetta against his arch-nemesis.

ENEMIES

Reverse-Flash’s hatred is focused on the Flash, and all other speedsters who derive their power from the Speed Force created by Barry Allen’s fateful accident and subsequent career.

Zoom

Hunter Zolomon began his obsession with the criminal mind the day he was leaving home for college. His father, secretly a serial murderer, killed Hunter’s mother when she gave him up to the police, then died in a confrontation with them. Hunter studied psychology and criminology, determined to stop people like his father. He became a criminal profiler, specializing in costumed criminals.

While working with the Keystone City Police Department, Zolomon became friends with Wally West (the Flash) and the two worked together on occasion. Gorilla Grodd later crippled Zolomon during a prison break from Iron Heights, leaving him paralyzed from the waist down. When the Flash refused to use his Cosmic



Treadmill to alter history and prevent his friend’s injury, Zolomon attempted to steal it. The resulting explosion “derailed” Zolomon from ordinary time, allowing him to seemingly move at super-speed.

In his unhinged mind, Zolomon believed Wally West needed to experience the personal tragedies of his predecessor to be a better and more compassionate hero. As Zoom, he has sought to “improve” heroes by bringing tragedy into their lives.

Zoom’s powers come from his unique disconnection with time, allowing him to move faster relative to everything around him, giving him the appearance of moving at super-speed. Unlike the Flashes and some other speedsters, he does not draw upon the Speed Force. Among other things, this means he cannot duplicate certain of their stunts, such as vibrating his molecules at super-speed.

REAL NAME: EOBARD THAWNE
OCCUPATION: CRIMINAL **BASE:** MOBILE

DC ADVENTURES

HEROIC ROLEPLAYING IN THE DC UNIVERSE!



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